

STERN

SEEBURG

INTRODUCES TURTLEMANIA.



DAMN THE BEETLES-
FULL SPEED AHEAD.

IT'S GONNA BE A
HARD DAY'S NIGHT.

STERN/SEEBURG
STRIKES AGAIN!

TURTLES

STERN
SUPERIOR

And, You Know What
Turtles Eat. Quarters.

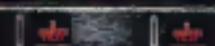
Turtles might be the most addictive electronic game yet. Deceptively simple to learn. But, as yet, not even the Stern engineers have mastered all eight levels! All you do is race the big turtle through the maze.



Along the way the big turtle picks up Turtlelets from mystery squares and carries them to the house. Meanwhile, the Beetles are attacking. The turtle has limited Bug Bombs to fend them off. One



AN IRRESISTIBLE COMPELSION TO FEED THE TURTLES.



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hundred points are awarded for picking up each turtlelet, and one hundred fifty points are tallied for each turtlelet delivered safely to the house.

When all turtlelets have been picked up, the player advances to the next of eight levels. If the player can run

000	1000
+50	1000
-50	950
=0	950
-50	900

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over a flashing zone, he receives three extra bug bombs. Also, an extra turtle bonus awards the player 5,000 points. Simple game, yes? Wrong.